



**THE SPACE-FLIGHT
COMBAT SIMULATION**

PLAYER'S GUIDE

**C64 CASSETTE AND DISK
SPECTRUM CASSETTE**

ACE 2088 PLAYING INSTRUCTIONS

LOADING ACE 2088

1. Set up your computer system as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc.) are disconnected from your computer. Failure to do so may cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in items, but ensure that any other peripherals are disconnected).

2. Spectrum Cassette

Load " "

3. Commodore 64 Cassette

Hold SHIFT press RUN/STOP

4. Commodore 64 Disk

Type LOAD "*"8,1, and press RETURN

The colonised sector of galaxy M1771 contains 32 star systems with 3 to 4 inhabitable planets in each, making a total of 118 colonies. Starting in orbit around Star Phi Xi-8 planet 4 (PhiXi-8/4) you must liberate every planet from the oppressive enemy forces. At the same time, rebels left on the planets before the occupation may attack the enemy bases or even be successful in defeating the hostiles and recapturing their own planet.

There are 2 distinct sections to ACE 2088.

Section 1 – 'Deliverance':

The panel which represents the 'Deliverance' command console has 3 main displays.

1.1 – CRT display. This gives a graphical representation of the data being processed by the main computer.

1.2 – OPTION selector. This display is located in the bottom right of the panel and can be changed by moving the input device up/down. Press FIRE to select the current option. All of the options are self-explanatory and easy to use.

(Note: EXIT returns to the main OPTIONS directory.)

1.3 – LOCATION display. This can be seen in the top right of the panel and shows the current star system and planet number.

Two other displays are also present.

ANCILLARY Data. This display is middle right on the panel and shows textual data not displayed on the CRT.

MESSAGE line. Shows any in-coming messages and status changes.

Section 2 – ZIEGLER II FIGHTER:

'Deliverance' was initially equipped with a complement of 7 Ziegler II Assault Craft (ZAC) but dogfights and accidents have reduced this number to 3. They are not as agile or fast as the opposition's interceptors but are far better armed and defended. Capable of carrying 8 long range 'Fire & Forget' Fissile Missiles, 8 Rear launching point defence missiles and 4 fusion bombs they can have extra Hi-Shielding added and a Rapid Recharger fitted to the Anti Matter torpedo system.

Fighter controls are as follows:

For UP/DOWN, LEFT/RIGHT and FIRE, use joystick 2 on the C64 and either KEMPSTON, SINCLAIR or KEYBOARD [Q.A.O.P,SPACE] on the spectrum.

'FIRE' either fires the pulse cannon OR the selected weapon.

1. going to the top of the mountain
2. going to the top of the mountain
3. going to the top of the mountain
4. going to the top of the mountain
5. going to the top of the mountain
6. going to the top of the mountain
7. going to the top of the mountain
8. going to the top of the mountain
9. going to the top of the mountain
10. going to the top of the mountain

When you are at the top of the mountain, you will see a beautiful view of the valley below. The mountains are very high and the air is very fresh. You will also see many small villages and towns. The people there are very friendly and they will welcome you. You will also see many beautiful flowers and trees. The mountains are very beautiful and you will love them.

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